

“CROSSFIRE”

Newsletter of the Army Group South ASL Club



The Victors and the Vanquished of June 1996

Players(Axis/Allies)	Scenario	Victor
Jamie Westlake/Ian Bouch	Bridge at Chenaux KGP7	Jamie
Dave Bardi/John Sawyer	Children of the Kunai PB3	Dave
Steve Banham/Darryn Webster	Peipers Last Gasp KGP10	Steve

Off Board Observers Report

The month of June proved to be a very inactive month for ASL. Even the regular grognards who have become synonymous for their dedication were no where to be seen. After a 6 month stint of Red Barricades a rest was well deserved by all as our wives turned up the pressure to give it a rest.

We all hope to see the club take the next step with regular attendance by all. Remember our meetings are always the first Sunday in each month, with the exception of New Year. The more people that show up only increases the enjoyment for all and bodes well for the ultimate ASL pastime, the bullshit,boasting and general wince as the panther goes up in flames to a critical from a 37LL.

As can be seen from the rating of our squad leaders, the competition for the top position is well on the way. We are able to receive sponsorship for a perpetual trophy for the top rated player of the year. Napoleons in the city are willing to donate such a trophy for our glorious 10-3 (Obr Greup). Dave "got to love a commissar" Bardi has put out the early challenge and is just out gunning Jamie "this is bullshit" Westlake. However one of these two players will fall by the way side as they are currently playing for the top position in a gruelling hand to hand melee between the Jap's and Ghurkhas (-1 hand to hand all round) in "White Tigers". Stay tuned for the out come next month.

KGP2 has taken of well with two scenarios being played last month. So far the evil SS have managed to kick some Yankee butt. However, Yanks being as they are, will no doubt rally quickly and set the record straight in the up coming slug feasts. Watch out Peiper you evil man.

Congratulations must go out to Andrew Rogers who packed his ASL gear and headed for the land of the unwashed hordes (NSW) to play in one of their home grow tournaments. If you haven't heard, Andrew managed to beat the Paul Hasbeens and Dave Bishops to walk away with another tournament win. That makes two tournament trophies gracing his mantle piece. Well done, Andrew! It seems that we go up there to win their tournaments and they return the favour by procuring ours.

Congratulations must also go to the "heroes of the Soviet Union", Steve Banham and Dave Bardi for fighting back from oblivion after looking down the barrel of an MP-40. The Russian God of war (150mm OBA) left the Nazi Hordes without the will to continue the struggle through the savaged streets of Stalingrad. Well done Bardovitch and Banimski.

Get your war diaries out and pencil in the following date. AUGUST 5th because that's the next date for our monthly ASL meeting. See you there or expect a spotting telephone call dropped in on your foxhole.

Job Tavodamitch Tovaritch, DB & SB.

Red Barricades : The Germans take their DC'S and go home.

Russians : Comrades Bardi and Banham

Germans : Fascists Westlake and Webster

Pregame Russian Plans

Dave and I decide not to get to fancy. We purchase a 447 coy in reserve some pre reg 80mm and maxima fortifications. Our game plan is to hold as much ground as possible early and begin setting up a line of fortifications in our rear as our first hold line. We mine the northern foundry and assembly halls and have plans to burn the northern most workshop to deny our opponents any first level locations. We plan to hold the northern most stone building east of Tramvanya St and send out a few sacrifices in wooden buildings north of there to hold the blue hordes up. We have the pre reg 80mm set up to pummel any krauts as they seek the cover of the buildings. In the west we allocate about a third of our force and plan on making the Germans pay in blood for any gains they make here. We plan some nasty firelanes through the open ground and an AT position on first level in building X9. God alone help those PzIII's if they come in this direction.

Pregame German Plans

Westlake and Webster decide to do the unexpected. They buy a 548 coy, Stukas (no surprise there), 80mm OBA and two RG'S of halftracks (Oh Shit). The plan is for Colonel Webster to grab territory in the north west corner and hold. General Westlake, however, is to lay a smoke barrage in the road in the north east and grab as much ground as his half track wheels will allow him. Stopping to bounding fire at the Slavic Hordes as necessary. As soon as the halftracks find their way deep into enemy territory the crews simply abandon their "cheese boxes" and take whole factories uncontested. Will it work?

Scenario 1 Post Mortems

Well yes it did. The Russian ATG was excellently positioned to perforate "cheese boxes", provided the dreaded box cars were not to be summoned. And summoned they were, twice. The infantry stood no chance as their inherent fire power was virtually useless to these armoured "cheese boxes" and constantly found themselves with no where to rout. Consequently the Russians lost territory in the order of one quarter of the whole map board, including such prestigious locations as the Commissars house, the gun tube hall and the south west manufacturing halls. Colonel Webster however found the going a little tougher. His entire force fell victim to some deadly pre reg 80mm OBA and by scenario end was forced to make a speedy exit from the playing surface. A short word here about the need to buy Stukas from a Russian perspective. Picture yourself with three squads CX'ing from west to east to occupy vital factories and never quiet making it as Stuka bombs and MG's rained down from above. There is so much to be said about the old auto pin. Wash up. German's capture greater than 50 stone locations and suffer 50 CP. Russian's totally de-moralised with 39 less CP.

Scenario 2

Russian Scenario 2 Plans

We decide to lure the Kraut into a trap. Our lines are over extended, but we figure we know that will hit us hard in the assembly hall. We decide to pull an attack chit figuring if we make them set up first they may have to react to us instead of them to us. Guess what! We set up first and move first losing two 50 50 die rolls. But all is not lost. We take a gamble and buy a module of pre reg 200mm rockets believing the Germans will set up in the gun tube hall in an attempt to pressure us from north and south. We buy concealment counters for up front placement closest to the Germans and set up a defensive line a few hexes back from the rockets from hell. We buy all inf in reserve apart from an RG of conscripts to attempt to take back the southern manufacturing halls and gun tube assembly hall. In the north east we beat a general retreat in order to straighten our lines using dummy cloaks to make us look tough. We also buy 70mm OBA to smoke any arriving 10-3 buzzsaws.

German Scenario 2 Plans

Clear day. More Stukas. We have them on the ropes so we buy sturm boys for on map set up to be in Moscow before the 20th October 41. We attempt to hold the southern manufacturing and gun assembly halls while sending another assault group from the north east through the northern most manufacturing hall in an attempt slice the Russkies in half. They can't defend every where. Our main assault goes in from the gun tube hall to complete the pincher movement. Tanks to be used aggressively for denial of rout and parking in enemy hexes so they can't shoot out.

Scenario 2 Post Mortems

Turn 1 Russian announces radio contact and battery access obtained for 200mm rocketes smack dab in the middle of the main German assault party. Westlake's jaw drops, pallor becomes ghostly, the trap is sprung. Lucky Banham picks up dice with the knowledge that they can only fail him with one combination. Rolls exactly that combinations and kills one German crew and a Russian squad anchoring a flank with a HMG. Westlake screams in jubilation waking whole neighbourhoods in the process. Needless to say the Ruse failed and the Russians reeled as the Germans captured both foundry and assembly halls. German now controls 40% of the playing area. The only Ruskie joy is the CVP total and capturing and back 5 hexes of the gun assembly hall. Stukas AGAIN play a major part (of course they rolled three) pinning and bombing every effort to regain any initiative. Russian bleeds for 54 CVP while the German gets scratched for 13 CVP.

Scenario 3

Russian Scenario 3 Plans

If we thought we were in trouble last scenario, we thought this one promised worse. We decided early on that there was no way that we could possibly hold our perimeter in its current shape. We decide to abandon the north west corner of our holdings burning all level one structures as we went. We placed a few sacrificial connies in places where he could not ignore them and waste time chasing them. We use dummy cloaks again to give us a semblance of strength in this area where there really is none. Our reserve infantry

purchases are coming into play and we plan on counter attacking through the southern assembly and gun construction halls. We heavily fortify the assistant power plant and our only level two location left in the east. Realising we will loose this scenario, our only goal is to straighten our lines so we can form some kind of defensive perimeter. ATG's are purchased because we are sick to death of having AFV'S parked in our hexes so we can't whimper from within. We also begin fortifying west of Tramvanaya street as the dirty Krauts will soon be able to enter as far south as A23.

German Scenario 3 Plans

This game is so easy we have decided to send Colonel Webster back to Berlin for a short R&R. General Westlake takes command of entire force. We enter from the north west with more sturm boys to clean out the Russian infestation on that corner of the board. target for today, assistant power plant and any where else which tickles our fancy. It is now realised the Russians can't take the heat and whittle before our MG34's. The glorious 10-3 and MG'S have orders to blast any Ruskie who dares show their unshaven, dirty, vodka swilling faces before him from the commissars house. Stukas again. Invaluable.

Scenario 3 Post Mortems

"These Russians they fight like men possessed". Finally things don't all go the Germans way. The ATG'S come as a real surprise and burn any AFV daring enough to get in LOS. Their 3 ROF also manages to leave dead 548's scattered in the street before them. Comrade Bardisov's 9-2 and HMG combination wastes an ambitious sortie forward by a German 9-2, 467 and 3 127's. In addition the sole Stuka pilot rolls box cars and goes home with the Ruskie rifle bullet implanted in his behind. Surprisingly comrade Banaminski heroic conscripts take the fight to the 548's and liberate both the southern assembly halls and the gun construction halls. Herr 10-3 spends the scenario choking on smoke created by 70 mm OBA and chasing pesky conscripts appearing from sewer locations. Germans breath a sigh of relief as the Russians roll a 3 to end this scenario. German scum loose 64 CVP and the Russians bleed for 34 CVP. The German consoles himself that victory is complete however because of all the scorched earth policy employed by the Russians. Half way through the refit, comrade Banaminsky counts up stone locations and behold it was actually a Russian victory, their first of the campaign game. We toast on Vodka and issue ourselves with medals. The Germans are bled white and need to consolidate .

Russain Scenario 4 Plans

As we have already played our attack chit we believe the Germans likely to go idle this day as they are assured we cannot attack. Buying all this expensive infantry has begun to cost them dear. We reckon they were only left with around 25 squads at the end of this day. We need boys and that's what we buy 3 RG'S of infantry and max fortifications. Lots of mines and wire for them to crawl over. Our lines although not perfect are nearly straight and the Germans have to cross the road to get us.

German Scenario 4 Plans

Bled white we were as the Russians have already used their attack chit we are assured of an idle day so we'll take it. We roll well and buy sturms and rifle in reserve also a 80mm OBA battery for our on coming advance. Time to bring up some reserves.

Scenario 4 Post Mortem

Easy no scenario played. Both sides take stock and choose idle.

Russian Scenario 5 Plans

Well no surprise their. Know we have our boys time to purchase the god of war. Until now we've only dabbled, we go for 150mm pre reg and some 70mm for smoking up 10-3's. Again we buy max fortifications a 76mm inf gun battery and a SAN increase. We choose our idle chit and stand ready for a stoush.

German Scenario 5 Plans

We figure they figure we will most certainly attack again this scenario. We will take the chance they will go idle and go idle also we need to purchase some Pioneers more OBA and rifle boys so that's how we plan it. If they attack so what let them take the -5 for crossing the street in front of our 10-3.

Scenario 5 Post Mortem

Duded out no scenario again the next one promises to be a slug fest

Russian Scenario 6 Plans

Well, well they give us more time to consolidate. We buy more fortifications (160 points worth now.) another SAN increase up to 5 some 628's and 527's in reserve and a heavy weapons coy as we relies in the next scenario they can enter along the entire west edge. We figure the mortars best to cover this open ground in the west . We dispatch boys to begin burning any 1st level locations in this area to give the Germans no height. Basically we set up a line of minefields, fortified buildings and wire behind that goes our remaining connies (because people will die up front and better for us if its them) in the factories to get the morale bonus. In the west we fill the power gen building with heavies and our newly promoted 10-2, just in front of him goes our pre-reg 150mm. In the east we figure they will go for our other remaining two level structure so we defend it heavily planning to lay smoke if the 10-3 appears or some HE in front of the building. We spread the rest of our infantry through the factories in case they bought some nasty Arty of their own (we were particularly frightened of a Nebelwefer attack at this stage with nearly 90 squads in such a small area).

German Scenario 6 Plans

We have it all .Close to 65 squads, flamers , dc's and 80mm smoke to get across the street .This time our 10-3 goes in the centre as we are sick of the smoke that follows him everywhere.. Our assault plan is to capture the last two remaining Russian level two buildings and begin breaching their defensive line. If we can capture these buildings I believe they will be in more trouble than a mouse in a cattery. We will be able to buzzsaw them to death from two flanks while advancing across the west edge. My plan for the Power gen building is to neutralise the ground level occupants by driving a halftrack into their hex. Then down comes the smoke and the pioneers lay DC'S to breach and start up

the barbie. In the center 10-3 wastes anything in the front factories and the 548's go screaming through the breach.

Scenario 6 Post Mortem

The Germans begin well. The halftrack makes it across the street and successfully parks itself in bypass. Radio contact is gained and the smoke rains across the street. The Pioneers rush forward place their DC'S and start the bar-be-que. The Russian pre reg arty draws red and the Germans gain a foothold in the power gen building.

In the center 10-3 begins with 7 rates on his heavies and digs 4 Russian squads their graves the 548's begin their advance. In the east we dally and are more prudent. We trade blows as the Germans attempt to breach the fortification line.

SUDDENLY IT ALL GOES WRONG. Dave draws a black card and brings down his 150 pre reg on 6 or 7 pioneer squads in the road (Jamie was heard to mutter I can't believe it accurate(1-4 good chance James)). Then precedes to roll nothing under a 5 to wipe them out. Meanwhile the sniper get activated in the east where he moves 6,6 to pin a squad ,gets another 2 activation and moves 1,6 straight onto to the 10-3's stack. Random selection leader. Wound severity ,dead . Neighbourhood wakes again to the sounds of the comrades on the porch doing the Cossack dance. In the centre the attack finally deals with the connies and falls on the main line of defence. Result no more attack, the 548's are chewed piecemeal and have no where to rout ,the Russians cross the road themselves and begin capturing locations . Daves 10-2 goes berserk and blasts any thing left in the road with approx 5 successive 3's or 4's on his 50 cal.

At this stage the krauts decide to pack it in besides they always liked kgp better anyway.

ARMY GROUP SOUTH AREA RATINGS

RANK	NAME	GAMES PLAYED	NUMBER OF OPPONENTS	RATING	WINS	LOSSES	PLAYED
1	Dave Bardi	A	B	1738	4	0	AR,IB<MW<JS
2	Jamie Westlake	A	B	1703	3	0	RT,AR,IB
3	Ian Bouch	A	B	1612	3	2	MW,PS,DB,SB,JW
4	Bruce Probst	A	A	1570	1	0	GB
5	Greg Burnie	A	A	1507	1	1	BP,JF
6	Steve Banham	A	A	1507	1	1	IB,DW
7	David Shannon	A	A	1500	0	0	
8	Tim Reid	A	A	1500	0	0	
9	John Sawyer	A	A	1451	0	1	DB
10	Phil Sommerville	A	A	1437	0	1	IB
11	Andrew Rodgers	A	A	1430	0	2	JW,DB
12	Ron Trainer	A	A	1430	0	1	JW
13	Darryn Webster	A	A	1423	0	1	SB
14	Jeff Fawkes	A	A	1423	0	1	GB
15	Mark Walters	A	A	1388	0	2	DB,IB

LEGEND

Games Played

Number of opponents

Cat A	Cat B	Cat C	Cat D
1 to 8	9 to 19	20 to 39	40+
1 to 2	3 to 5	6 to 9	10+